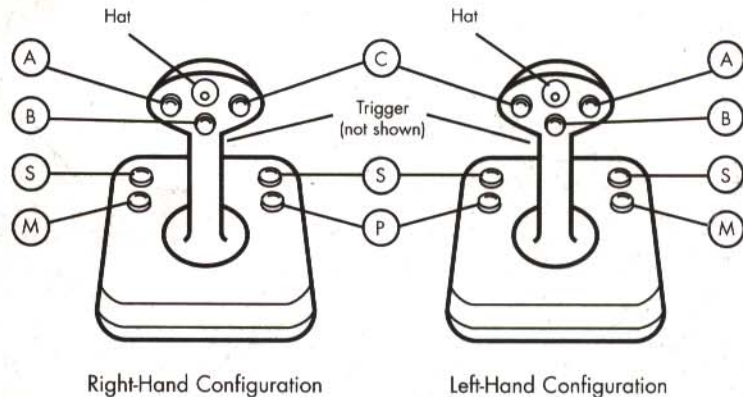# WING COMMANDER® III 3DO™
REFERENCE CARD

JOYSTICK

JOYSTICK NOTES
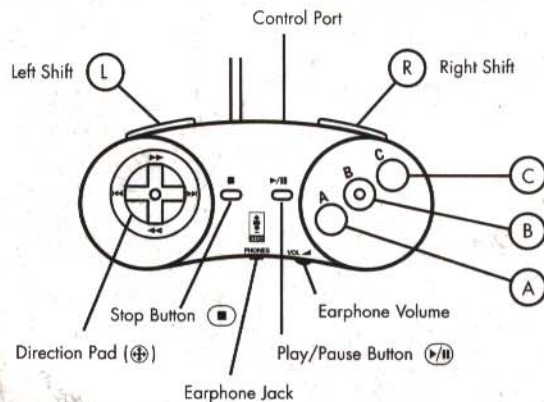
"⊕" means move the joystick: ⊙, ⊙, ⊙ or ⊙.

On the carrier, the 4-way hat on the joystick handgrip mimics the ⊕-pad on the regular 3DO keypad.

Right-Hand Configuration   Left-Hand Configuration

CONTROL PAD

"⊕" means press the keypad controller: ⊙, ⊙, ⊙ or ⊙.

ON THE CARRIER

Action	Keypad	Joystick
Choose an action	⊕, Ⓛ or Ⓡ	⊕, Move hat ⊕ or ⊕
Begin selected action	Ⓐ (or Ⓑ or Ⓒ)	Trigger
Skip cinematic	▣	Ⓢ

IN-FLIGHT FUNCTIONS

	Keypad	Joystick
Maneuver ship	⊕	⊕
Roll left or right	Ⓑ⊕ or Ⓑ⊕	Ⓑ⊕ or Ⓑ⊕
Speed up or slow down	Ⓑ⊙ or Ⓑ⊙	Ⓑ⊙ or Ⓑ⊙
Apply afterburners	ⓁⓇ	Ⓒ
Autopilot (also Jump in *Excalibur*)	ⓁⒷ	Move hat ⊙
Eject	ⒶⒷⒸ	ⓈⓅ
Fire missile	Ⓐ	Ⓐ
Fire gun(s)	Ⓒ	Trigger
Switch active missile	ⓁⒶ	ⓈⒶ
Switch active gun(s)	ⓁⒸ	Ⓢ + trigger
Release decoy	ⓇⒸ	Move hat ⊙
Change target	ⓇⒶ	Move hat ⊕ or ⊕
Activate cloak (*Excalibur* only)	ⓁⒶ, then Ⓐ	ⓈⒶ, then Ⓐ

(cycle through missiles to select *Cloaking Device*, then "Fire Missile" (Ⓐ) to activate or deactivate)

	Keypad	Joystick
Remove cockpit (toggle)	▶/❚❚ Ⓑ	ⓅⒷ
Object view (cycle through ships)	▶/❚❚ Ⓒ	ⓅⒸ
Display nav map/pause game	▶/❚❚ Ⓐ	ⓅⒶ
Rotate map view	⊕	⊕
Zoom out/in	Ⓐ (out), Ⓑ (in)	Ⓐ or Ⓑ
Switch nav destination	Ⓛ or Ⓡ	Move hat ⊕ or ⊕
Close nav map/menu	▣	Ⓢ

COMMUNICATING

	Keypad	Joystick
Suppress video messages	▣Ⓒ	ⓈⒸ
Communicate	ⓇⒷ (hold)	Ⓜ (hold)
Select receiver/message	⊙ or ⊙ (while holding ⓇⒷ)	Move hat ⊙ or ⊙ (while holding Ⓜ)
Open message menu	⊕ or ⊕ (while holding ⓇⒷ)	Move hat ⊕ or ⊕ (while holding Ⓜ)
Send message	Release ⓇⒷ	Release Ⓜ
Break and attack/ Attack my target	▶/❚❚ ⊙	Ⓢ + hat ⊙
Taunt enemy/Check status	▶/❚❚ ⊕	Ⓢ + hat ⊕
Help me out here	▶/❚❚ ⊕	Ⓢ + hat ⊕
Request landing/ Form on my wing	▶/❚❚ ⊙	Ⓢ + hat ⊙